

21 November 1992

Welcome Diplomacy players, and others,

ZAT	Friday, 8 January 1992
Belfry:	Summer 1903 Retreats (none) Fall 1903 Moves
Elyse	Summer 1904 Retreats (none) Fall 1904 Moves
Mr. Natural	Summer 1902 Retreats (if anyone has any) Fall 1902 Moves

**GAME OPENINGS:** (Game Fees are \$10 per game, a \$2 discount for any MENSAN, plus a \$2 discount for any current *batyville gazette* player [even if dethroned]; other GM's; one-half plus copies of their zine.)

**Regular Diplomacy:** for the next Mensa game (#41) sign up with Fred Davis. Mensa 41 will be hosted by the *batyville gazette*.

**Character diplomacy:** (Mike Burchianti, Ron Welch, Robert Cheek, Bill Scharf) three positions open (my version of this game on page seven)

I have extended the deadline to after the holidays. The mail system really breaks down for the last half of December, and it takes a few days to iron out everything in January. This issue is already a week late (ZAT 13 Nov) because my wife and I left early the 13th for Santa Catalina Island, and did not return until late Sunday night. The rest of the week was spent in normal things, and the completion of my last C++ homework assignment.

I have recommended to all players, and will continue to do so, to send orders in early, and if necessary amend them later (before the ZAT). In fact my House rules state: "9 Players may submit **amended orders** any time prior to the stated deadline. In changing orders, it is suggested that an entire new set be submitted." This Game has in it a bit of controversy because of my decision to follow this. One player, in one of the games, sent in an amended set of orders, stating at the top "2nd Spring Order". Following was a list of orders for all but one unit. One-half of the orders listed involved a change from the previous submission. The press submitted was also different than on the original set of orders. As a game master, running three games, I have 21 sets of orders to keep straight. They are submitted on paper, post cards, and napkins (that happened once when I took a telephone order away from my desk). It is usually quite a conglomeration. This is the reason rule 9 shows a preference of a complete set with changes, and rule 7 says in part that each set of orders must contain "... the game number, country, season and game-year. Orders must be signed with your first and last names, and dated." I have accepted orders from most of you without all of this. Usually I do not look at the older sets of orders, unless someone impolitely specifies in the note to change this and that order. When an amended set of orders comes in, with only one unit not mentioned, I as game master must take the position that it was done on purpose. I frequently receive orders with units omitted in the set. This player, upon hearing of my decision, called and asked for reconsideration. His feeling is that the un-named unit had received an order in the preceding set, and should be considered valid until changed. This is an interesting point, but my experience as a GM says that such action would be ambiguous, and would be subject to much error by GMs. If anything Diplomacy game rules go a considerable way to avoid ambiguity. I told him I would take the matter up with Fred Davis, and ask his opinion. I did so, and the decision stands. By the way, player involved, do not preempt my conversation with my resources by calling them first. By calling Fred, I am going out of my way to seek another opinion, at my expense to honor your request for reconsideration. It is seemingly unsportsmanlike of you to call him first, if at all.

**San Diego Gaming events.** (Call me for more info if you are interested.)

Phoenix Games at Ralph's Saturday 12 December 1992 7PM -?

Ralph of Batyville



**GM:** Ralph Baty, 4551 Pauling Ave., San Diego, CA 92122 (619) 453-3358

**Mensa SIG:** Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, MD 21043-4254

**Diplomacy Archives:** Larry Peery, P.O.Box 620399, San Diego, CA 92162

Mike Burchianti, 3928 Georgia St., San Diego, CA 92103 619-298-5802 (Belfry-Turkey)  
 (Fog-Russia)  
 Robert Cheek, 14341 Franklin, Tustin, CA 92680 714-583-1827 (Belfry-Germany)  
 Tony Dousette, 530A Bruton Bends, Richardson, TX 75081 (Fog-Italy)  
 Jim Grose, 3-1313 Wellington St., Ottawa, Ontario, CANADA K1Y 3B1 613-728-8493  
 (ELYSE-Turkey)  
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~~Jonas Johnson, 520 S. Verde Apt. K, Flagstaff, AZ 86004 (Belfry-Italy drop S01)~~  
 John Laughlin, 5445 Baltimore Dr. #42, La Mesa, CA 91942 (619) 464-6786 (Belfry-England)  
~~Jim Loughran, 2503 Burrige Road, Baltimore, MD 21234 (418) 665-2256 (ELYSE-It drop)~~  
 Jim Lewis, 14741 Balsam, Southgate, MI 48195 313-???-???? (Belfry-Italy)  
 (ELYSE-Austria)  
 Chuck Mercer, 1250 Garden Ln., Sebastopol, CA 95472 (Fog-England)  
 Phil Reynolds, USF # 4286, 4202 Fowler Ave., Tampa, FL 33620 (813) 974-8652 (Fog-France)  
 William Scharf, 4814 Walnut Grove Ave., Rosemead, CA 91770 (ELYSE-Italy)  
 (Fog-Austria)  
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 (ELYSE-Ger drop)  
~~Robert Strummwasser, 2320 Strable St., 2nd Floor, Philadelphia, PA 19152 (ELYSE-Ru. drop)~~  
 Adrian Tymes, Mailbox 12242 UCSB, Santa Barbara, CA 93107 (Fog-Germany)  
 (ELYSE-Germany)  
 Richard Weiss, 554 Liberty St., San Francisco, CA 94114 415-957-5848 ??? (Belfry-Austria)  
 (Fog-Turkey)  
 Ron Welch Jr., 2121 North Towne Court N.E. #12, Cedar Rapids, Iowa 52402 (Belfry-France)  
 Andrew York, P.O.Box 2307, Universal City, TX 78148-1307 (Belfry-Russia)  
 (ELYSE-Russia)  
 Eric Young, RR #2, C2 Stepney Road, Armstrong, BC CANADA V0E 1B0 (ELYSE-England)

### Samplers:

Lincoln Beaumont, 13436 Polk St., Omaha, NE 68137 (402) 896-1368

John David Galt, 701 Welch Rd. #323, Palo Alto, CA 94304-1705 (408) 998-4338

Keith Sester, 11130 Burlington St., Apt 321, Southgate, MI 48195 (313) 287-8209

### nomenclature:

#### Underlined orders have failed

/NSO/ = No Such Order	/NMR/ = No Moves Received (all units hold)
/NSU/ = No Such Unit	/NBR/ = No Build Received (will play short)
/IMP/ = Impossible order (unit holds)	/NRR/ = No Removal Received (GM must make removal)
/D/(ret) = Unit dislodged (retreat options)	/NOR/ = No Order Received (unit must hold)
/A/= Unit Annihilated - no retreats possible	/AMB/ = Ambiguous order (unit must hold)

**BELFRY (1992 ??) (Spring 1903)**

**RUSSIA PUNISHES ENGLAND IN SCANDINAVIA AS GERMANS INVADE!**  
**FROGGIES INVADE LONDON AND BURN WINDSOR CASTLE!!!!**  
**ALL OTHERS REPOSITION THEMSELVES FOR THE FALL.**

Austria Richard Weiss

A Serbia S (Tur F Gre -&gt; Alb) /NSO/

England John Laughlin

A StPetersburg -&gt; Finland F NorthSea S (F EnglishCh)

A Edinburgh S (F Liverpool) F Liverpool Hold

F EnglishCh Hold F Sweden S (A StP -&gt; Fin)

France Ron Welch Jr.

A Burgundy -&gt; Belgium F IrishSea -&gt; EnglishCh

A Brest Hold F Wales -&gt; London

F MidAtlantic S (Iri -&gt; Eng)

Germany Robert Cheek

A Holland S (Ir A Bur -&gt; Bel) F Denmark -&gt; Helgoland

A Kiel S (F Bal -&gt; Den) F BalticSea -&gt; Denmark

A Prussia -&gt; Livonia A Silesia -&gt; Warsaw

Italy Jonas Johnson (drop S01) Jim Lewis

A Tyrolia S (A Vie -&gt; Tri) F Tunis -&gt; WesternMed

A Vienna -&gt; Trieste F Rome -&gt; TyrranianSea

A Venice Hold /NOR/ F Naples -&gt; Ionian

A Budapest -&gt; Serbia

Russia Andrew York

A Finland -&gt; Norway F GulfofBothnia S (A Mos -&gt; StP)

A Moscow -&gt; StPetersburg

Turkey Mike Burchianti

A Constantin -&gt; Bulgaria F Sevastopol S (A Bul -&gt; Rum)

A Bulgaria -&gt; Rumania F Greece S (A Con -&gt; Bul)

A Smyrna -&gt; Armenia A Ankara -&gt; Constantin

Austria:	Serbia
England:	Edinburg, London, Liverpool, Norway, Sweden, StPetersburg
France:	Paris, Brest, Marseilles, Portugal, Spain
Germany:	Berlin, Kiel, Munich, Denmark, Holland, Belgium
Italy:	Venice, Naples, Rome, Trieste, Budapest, Vienna, Tunis
Russia:	Moscow, Warsaw, Rumania
Turkey:	Smyrna, Ankara, Constantinople, Bulgaria, Sevastopol, Greece

**GAME SUMMARY (Belfry )**

	01	02	03	04	05	06	07
A	3	1					
E	4	6					
F	5	5					
G	6	6					
I	4	7					
R	6	3					
T	3	6					

PRESS Belfry: (see page 4)

Belfry Map: (see page 8)

**PRESS Belfry:**

**Batyville:** Ron Welch commented that we've had a long time playing without a Boardman number for this game. Yes, that is true. I sent the request on July 7. I have heard that the BNC is going to change hands soon. I'll try to find out more about what is happening.

**France -> England:** Why have you stopped answering my letters?

**France -> Austria:** How much longer do you think you can hold on over there?

**Batyville:** That depends more on the Turks and Italians than the Serbians.

**Germany -> France:** Help is on the way.

**Batyville:** Does he need help?

**Germany -> Russia:** Are you better off now than you were 4 years ago?

**Batyville:** He's going North, not West.

**Germany -> England:** Your future lies in a united Europe!

**Batyville:** Yes, but who gets to do the uniting?

**Italy -> Russia:** Thank you for your help/advice!

**Batyville:** Beware! Look what his advice has done for himself?

**England -> Turkey, Italy :** Congratulations.

**England -> Italy :** Go West young man.

**England -> Turkey:** Go North young man.

**England -> Germany:** Go East young man.

**England -> France:** Just go away.

**France -> England:** Why have you stopped answering my letters?

**England -> France :** While you're knocking at my back door, guess who's knocking at yours.

**England -> GM:** You give fleets, you give armies, how about a nuke for Paris.

**Batyville:** Okay, they become available in 1945, and cost 35 supply centers.

**Mensa 37 'ELYSE' (1991 AP) (Spring 1904)****WINTER BUILDS ... LOOKING TO SPRING !?****Austria** Jim Lewis

A Trieste	-> Tyrolia	F Adriatic	S (A Venice)
A Venice	S (Fr A Mar -> Pic)	A Warsaw	-> Silesia
A Greece	-> Serbia	A Vienna	-> Bohemia
A Budapest	-> Galacia		

**England** Eric Young

F Edinburg	-> NorthSea	F NorthSea	-> Skageraak
F Sweden	S (F NtS -> Ska)	F NorthAtlantic	-> NorwegianSea
		F London	S (F Edi -> NtS)

**France** Ken Henke (using NMR insurance!!!) I did not receive your card.

A Marseilles	-> Piedmont	F EnglishCh	C (A Bre -> Wal)
A Brest	-> Wales	F MidAtlantic	-> IrishSea
A Belgium	S (Gr A Holland)		

**Germany** Victor Stevko (drop S03) Adrian Tymes

A Berlin	-> Silesia	F Denmark	-> Skageraak
A Holland	Holds	F Kiel	-> Denmark
A Ruhr	-> Munich		

**Italy** ~~David Lankford (drop F02)~~ ~~Jim Loughran (drop S03)~~ William Scharf

A Piedmont	S (A Apu -> Ven)	F TyrrSea	-> GulfLyon
A Apulia	-> Venice		

**Russia** Robert Strummwasser (drop F02) Andrew York

A StPetersburg Hold

**Turkey** Jim Grose

A Moscow	-> Livonia	F Bulgaria(E.C.)	Hold
A Sevastopol	-> Moscow	F IonianSea	-> Tunis
A Ukraine	S (A Sev -> Mos)	F AegeanSea	S (F Eas -> Ion)
		F EasternMed	-> IonianSea

Austria:	Trieste, Budapest, Vienna, Serbia, Greece, Venice, Warsaw
England:	Edinburg, London, Liverpool, Norway, Sweden
France:	Paris, Brest, Marseilles, Portugal, Spain, Belgium
Germany:	Berlin, Kiel, Munich, Denmark, Holland
Italy:	Naples, Rome, Tunis
Russia:	St.Petersburg
Turkey:	Smyrna, Ankara, Constantinople, Bulgaria, Rumania, Sevastopol, Moscow

**GAME SUMMARY (Belfry )**

	01	02	03	04	05	06	07
A	5	6	7				
E	5	5	5				
F	5	5	6				
G	5	5	5				
I	3	3	3				
R	6	3	1				
T	4	7	7				

PRESS Elyse: (see page 6)

Elyse Map: (see page 8)

**PRESS Elyse:**

**(Istanbul):** The Austro-Hungarian/Turkish war machine rolls on, striking terror in the hearts of mortals. Sultan Jim the Great is always willing to listen to other players' proposals. come on Germany and France, this in not a Gunboat with press game - let's hear back from you!

**Germany - > Turkey and Austria:** I really hope your promises pan out. Otherwise England's going to win.

**Batyville:** Not if the French have any say in the matter.

**Germany - > England:** Who's killing whom?

**Batyville:** Is this a round robin?

**Germany - > France:** Hi.

**Batyville:** Hi.

**Germany - > Russia:** Would you like a funeral dirge, or just a seven-gun salute?

**Batyville:** I think he would just prefer the seven guns..

**Germany - > Italy:** I hope you know why you're not getting a lot of support right now.

**Batyville:** Because all of his neighbors are attacking him?

**England - > Germany:** So Dinkerque happened a few years early. No great sweat. The result will be the same this time, too.

**Batyville:** Perhaps you better save the treasures in Windsor castle before it burns!

**England - > Turkey & Austria:** Hey, no offense, you guys look great. I'm on my way to help, if I can. (Sure wish some of these PBM games had some T&A, sometimes its dull with only guys, too bloody.)

**Batyville:** What do you mean ".no offense" it was all offense!

**England - > Germany:** Sure wish you had been around from the beginning, instead of just in time to put up a good fight. But then, what is Dip for, other than a good fight?

**Batyville:** Amen.

# batyville gazette #25

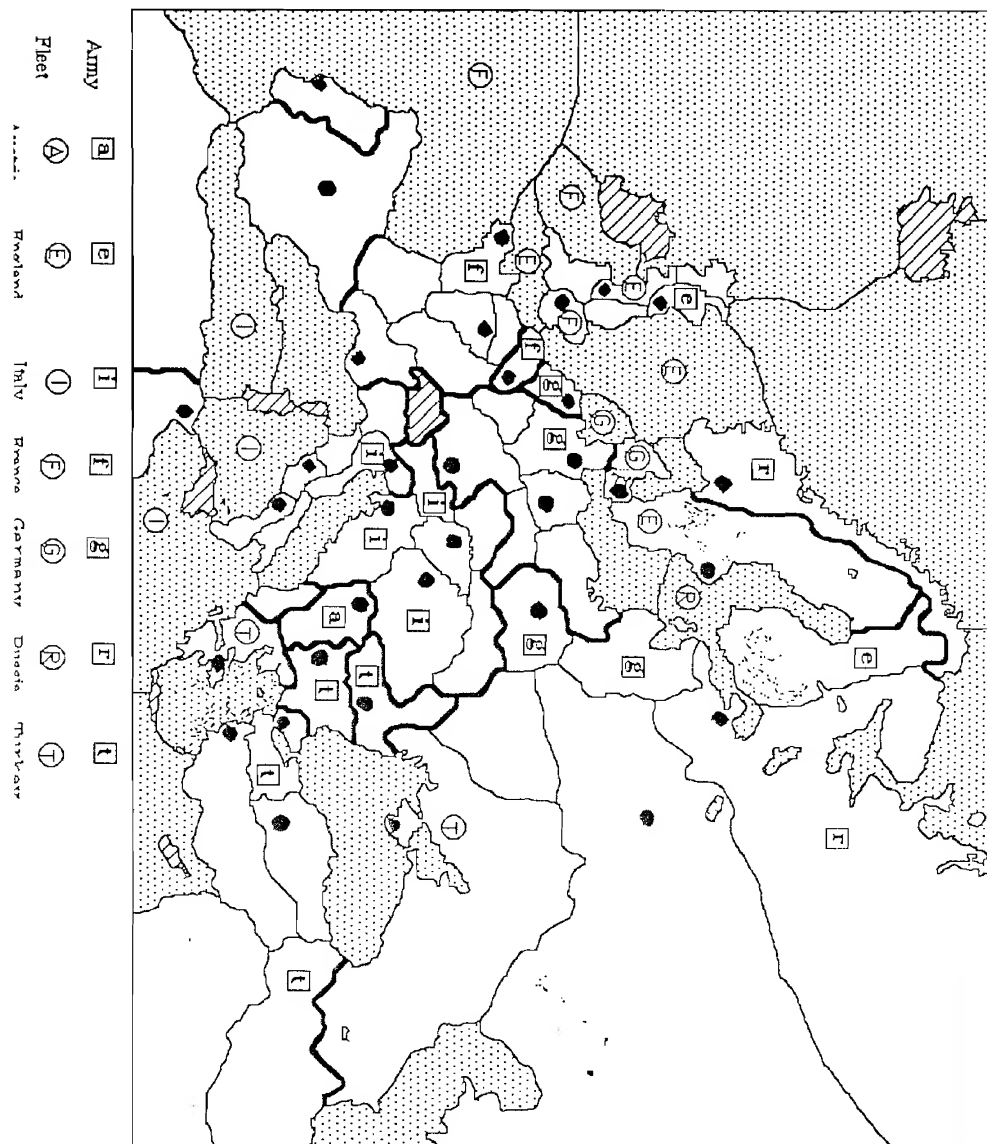
There has been some interest in **Character Diplomacy**. The **batyville Version** of character dip minimizes the luck of the draw, and minimizes the work of the GM. All rules of regular diplomacy are valid except as modified by the following: I have tried to equalize the powers of each of the characters.

- A. There are seven possible characteristics.
- B. A unit may not have more than one characteristic. Each player establishes the characteristic of each unit as it is built.
- C. The characteristics are not secret.
- D. The game starts in the Winter of 1900 with the building of units (armies and fleets located as per the regular game) and specifying their characteristics.
- E. Each player must use all seven characteristics once before a second unit of any characteristic may be built, and so forth for the third one.
- F. There are nine characteristics, before play begins the players vote for which of the characteristics they want in the game. Each player has seven (7) votes. Each of the seven votes may be cast either for a characteristic or against one. A player may cast more than one vote for (or against) the same characteristic. [For example, one may vote +3 votes for the DM, -2 votes for the DA, and +1 vote each for the DS and JM.] the votes are tallied by the GM, and ties are resolved by selecting those occurring first in the list in item G.
- G. The nine characteristics are:
 

1	DM <b>Double Mover</b>	This unit may move up to two spaces.
2	DA <b>Double Attack</b>	strength This unit attacks with double strength.
3	DS <b>Double Support</b>	strength This unit supports with double strength. Cutting attacks against a DS reduce the ordered support by the strength of the attacker (unless the DS unit is dislodged).
4	DH <b>Double Hold</b>	strength This unit holds with double strength (only if ordered to perform a holding type operation like hold, support or convoy).
5	AM <b>Amphibious</b>	This unit can move onto any named sea or land space, and may convoy when on a sea space.
6	JM <b>Jumper</b>	This unit may jump over any other unit, and if it successfully lands, will cause the jumped unit to hold instead of move. This will not affect jumped units ordered to perform a holding type operation like hold, support, convoy or hypnotizing.
7	AS <b>Airborne Support</b>	This unit may support up to two spaces away, regardless of the terrain.
8	RK <b>Airborne</b>	(rocket-er) This unit may move, on any Spring turn, to any named space allowed by its type.
9	HH <b>Hypnotist</b>	This unit may write an order for a unit starting its move in an adjacent space. The hypnotizing order may utilize the target unit's special characteristic. The HH, when hypnotizing another unit, will be shown as holding. Two or more conflicting hypnotic orders to the same unit will negate the hypnotism, and the target unit will follow its owners original command.

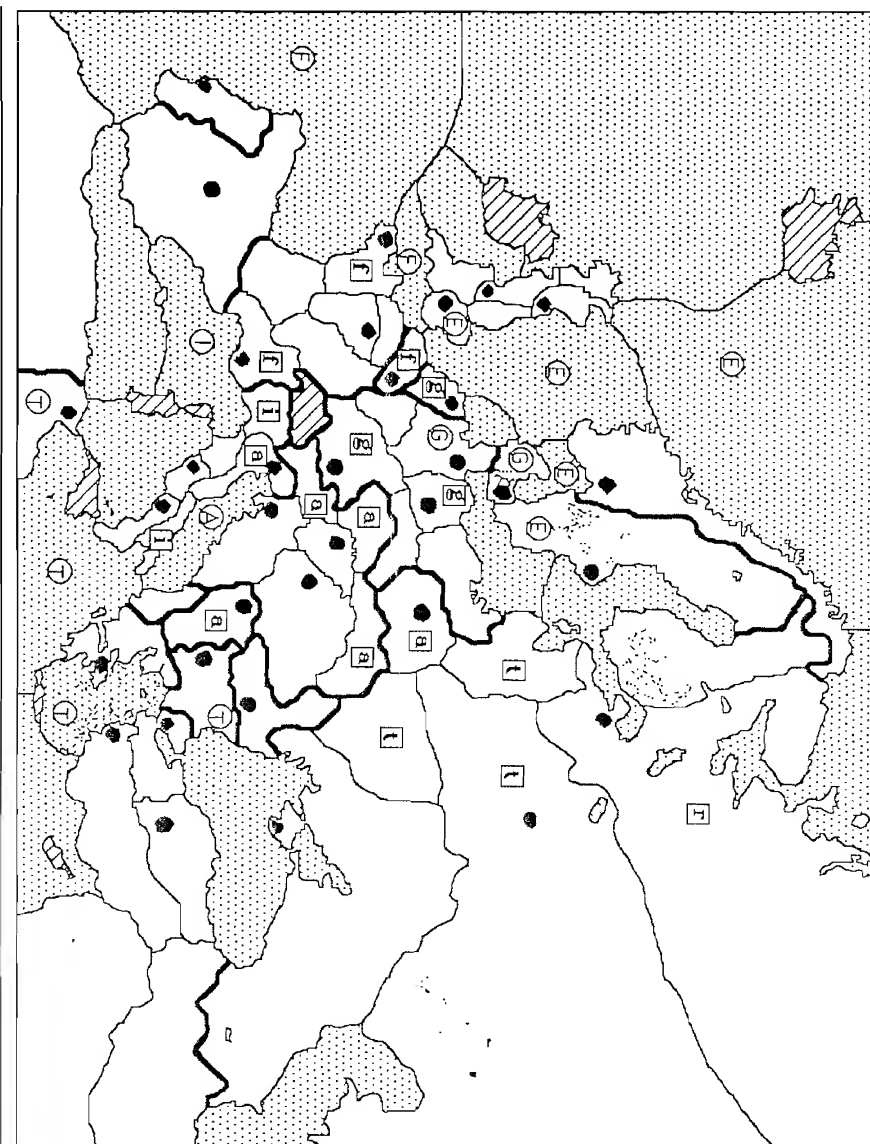
Belfry

Mensa 37 Elyse (1991 AP)



Belfry - Spring 1903

Retreats: (none)



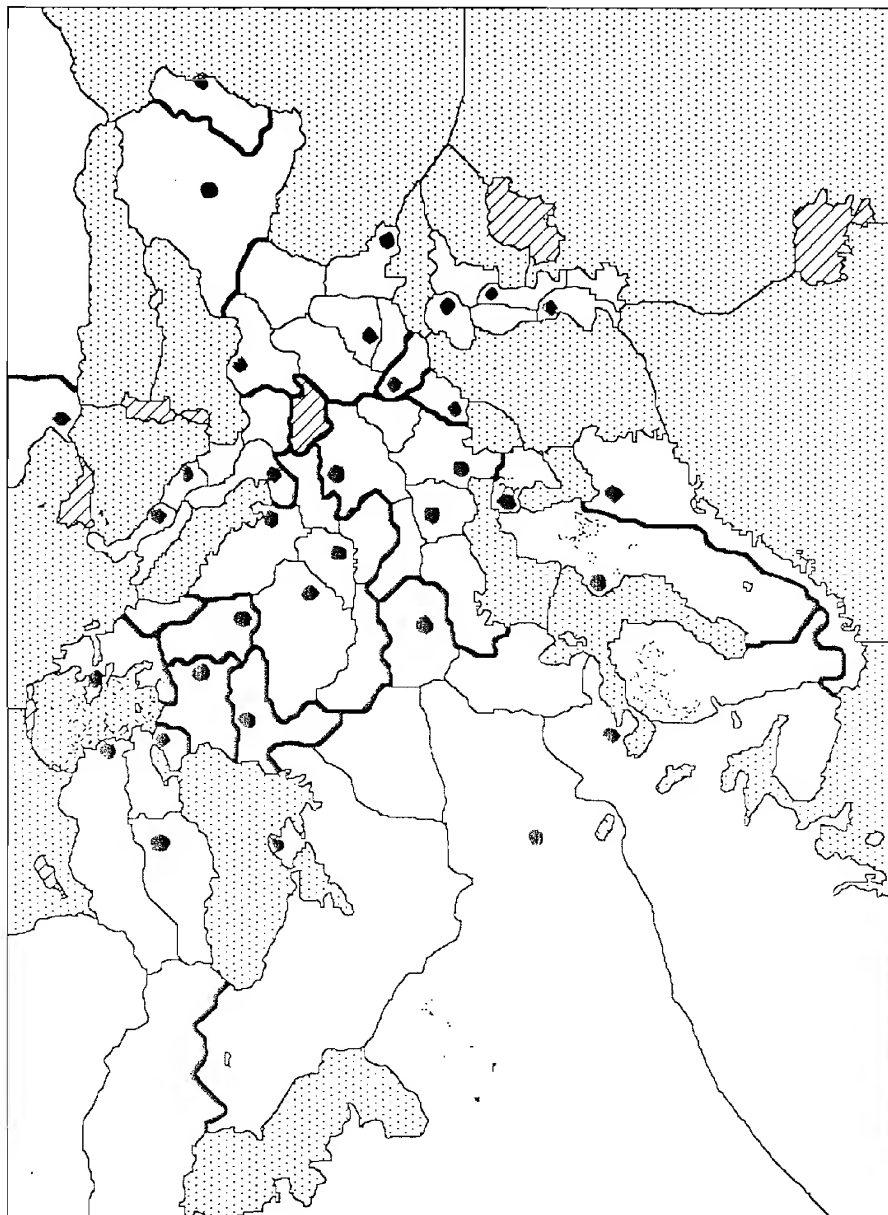
Elyse - Spring 1904

Retreats: (none)



## Mr. Natural

Armies in lowercase, Fleets in UPPERCASE, Countries Aa,Ee,Ff,Gg,Hh,Rr,Tt



## Fog of War

*"Mr. Natural"*

PRESS: Spring 1901

England -> France: Is it the speck of sand that makes the pearl, or the structural flaw that collapses the entire house?

Batyville: Well ... I'll vote for the speck of sand.

France -> Russia: We hear there has been a change in leadership in your country, but has there been a change in philosophy?

Batyville: Nah! He's just younger!

France -> Germany: Doing better than you are, apparently!

Batyville: Only your friendly GM knows for sure! (Or was that a hairdresser?

Batyville: Note the CCA for Chuck.

Batyville: There was only one vote on my proposed alteration of the normal adjudication seasons, it was NO! Therefore the proposal fails unanimously. We will adjudicate the seasons as "Summer retreats and Fall moves, and Autumn retreats, Winter builds, and Spring Moves."

Batyville: The proper way to write a conditional code in this variant as I am told is:

"If I see an army/fleet/unit in [blank], then A Ww : K or otherwise A Ww : Lash."

I think this is much better than my suggestion. "Sightings are very important in this variant, and one should keep them close to that."

NOTES:

Belfry

Mensa 37 Elyse (1991 AP)

